SPRINT ONE PLANNING

1.     Setup environment:

* We will have hosted prattle server with a cloud provider.
* Every member will have setup SonarQube in their local machines.
* We will have the “github-jira create branch” plugin.
* We will have understood and experimented with smart commits.

2.     Acquaintance with tools.

* Every member will have created a sample pull request in GitHub
* Every member will have created at-least one JIRA ticket, and learn the workflow of JIRA tickets. Every member would have linked their ticket to the correct epic, assigned story points to their tickets, created labels and assigned labels to their tickets, assigned the Sprint (present or future) to the ticket.
* Every member will have familiarized themselves with the working of Sonarqube, having generated reports for at-least one of their previous projects.
* Every member will have familiarized themselves with the working of Jenkins.

3.     Prattle testing

* Every member will be assigned a fair share of testable classes, ensuring they achieve at-least 90% branch coverage and 50% of basic conditional coverage.
* We will have eliminated all the code smells from the prattle code.

4.     UML Diagrams

* We will have designed the basic sketch of the UML diagram based on our initial understanding of the requirements, by identifying the list of Entities and relationships between them, as well as the attributes of the various entities.

5.     Use case diagrams

* The app features will be divided into broader spectrums and each of those feature will have a defined use case and a use case diagram associated with it. These use cases will enunciate the different actors and the system responses to the user actions. This will be a collective effort and all the members of the team will contribute equally.

6.     Technology Stack

* We will have finalized the list of technology stacks that we will be needing to develop the messaging application. (database, aws , …)

7.   Creating backlogs

* We will have created stories for our major goals (UML Diagram, Use case diagram, setup environment, Acquaintance with tools, Prattle familiarity, UX Prototype), and would have created our first backlog, containing the backlog items added by each member, as well as assigned to each member. Each person will have “worked” an item, moving it through the states until it’s closed. We will have started the sprint in Jira.
* We will have prioritized the list of tasks that the app contains from the product backlog, thereby forming the priority lists.

8. UX Prototype

* Will have a UX prototype designed on paper to figure out the working model of the App.